Website Resources-Grade 1 Indiana Academic Standards

NUMBER SENSE

1.NS.1: Count to at least 120 by ones, fives, and tens from any given number. In this range, read and write numerals and represent a number of objects with a written numeral.

Gathering and Grouping: http://illuminations.nctm.org/Activity.aspx?id=3526

Counting: http://www.softschools.com/counting/games/counting_up_to_100/

Wack a Mole: http://www.ictgames.com/whackAMole/

The Counting Game (Skip Counting): http://members.learningplanet.com/act/count/free.asp

Number Bubbles (Skip Counting): http://www.abcya.com/number_bubble_skip_counting.htm

Fairies in the Fog (Skip Counting by 10): http://www.ictgames.com/fairyfog10s_v2.html

F

Fairies in the Fog (Skip Counting by 5): http://www.ictgames.com/fairyfog5s_v2.html

Spooky Skip Counting (5): http://www.oswego.org/ocsd-web/games/spookyseq/spookycf5.html

Spooky Skip Counting (10): http://www.oswego.org/ocsd-web/games/spookyseq/spookycf10.html

1.NS.2: Understand that 10 can be thought of as a group of ten ones – called a "ten." Understand that the numbers from 11 to 19 are composed of a ten and one, two, three, four, five, six, seven, eight, or nine ones. Understand that the numbers 10, 20, 30, 40, 50, 60, 70, 80, 90 refer to one, two, three, four, five, six, seven, eight, or nine tens (and 0 ones).

Tens Frame: http://www.fuelthebrain.com/Interactives/app.php?ID=29

Multiple Tens Frames: http://www.fuelthebrain.com/Interactives/app.php?ID=29



Counting Dots: http://www.ixl.com/math/grade-1/counting-tens-and-ones-up-to-20

Partition: http://www.ictgames.com/partition.html

Lifeguard: http://www.ictgames.com/LIFEGUARDS.html

Place Value Sharks: http://www.ictgames.com/sharknumbers.html

Animal-Ordinal Numbers Match: http://www.softschools.com/math/ordinal_numbers/games/ordinal_number_matching_game/

Fruit-Read Ordinal Numbers: http://www.softschools.com/math/ordinal_numbers/games/

Find Squigly: http://www.primarygames.com/squigly/start.htm

Position of Object: http://www.math4childrenplus.com/ordinal-numbers-with-position-of-objects/

1.NS.4: Use place value understanding to compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols >, =, and <.

Balloon Pop: http://www.sheppardsoftware.com/mathgames/earlymath/BPGreatLessEqualWords2.htm

ToonUniversity: http://www.toonuniversity.com/flash.asp?err=509&engine=9

Quiz: http://primarytopics.co.uk/maths/calculating/mental/year2/interactive/quizzes/glandeq.htm

1.NS.5: Find mentally 10 more or 10 less than a given two-digit number without having to count, and explain the thinking process used to get the answer.

Octopus 10 More: http://www.ictgames.com/octopus.html

Soccer Shoot 10 Less: http://www.ictgames.com/football2.html

Less/More Hundreds Chart: http://www.softschools.com/math/hundreds_chart/games/

1.NS.6: Show equivalent forms of whole numbers as groups of tens and ones, and understand that the individual digits of a two-digit number represent amounts of tens and ones.

Manny's Rumba: http://www.learningbox.com/base10/baseten.html

Dino Place Value: http://www.ictgames.com/dinoplacevalue.html

Finding Place Values: http://www.aaamath.com/B/g12b_px1.htm#section2

How Many?: http://www.dositey.com/2008/Products/Content/Include/PVOTH/1/1/launch.php

Diving Place Value: http://www.toonuniversity.com/flash.asp?err=313&engine=6

Place Value Penguins: http://www.bbc.co.uk/schools/starship/maths/games/place_the_penguin/big_sound/full.shtml

Different Forms (Challenge!): http://www.sadlier-oxford.com/math/practice/gr2/Chapt_2/expand/0202.htm

Digit Value: http://www.sheppardsoftware.com/mathgames/placevalue/MatchingPV.htm

Trading Base Ten Blocks (Challenge!): http://www.sheppardsoftware.com/mathgames/placevalue/PlaceValuesShapesShoot.htm

Place Value Duck: http://www.toonuniversity.com/flash.asp?err=496&engine=5

Place Value Practice: http://www.hbschool.com/activity/numbers_to_1000/